

**Item Prototype Name:** Mon Calamari Destroyer

**Item category:** Capital Ship

**Proposed shop:** Arx Fleet Systems

**Item Prototype Cost:** 187,500,000

**Item Prototype Rarity:** Rare

**Item Prototype Description:** Following the defeat of the Empire at Jakku a rich, planet-wide, salvage operation began to create and market repurposed equipment. As various factions emerged, such as the Tenexir Revenants, the market was flush with demand for cheap capital ships that were easy to operate with smaller crews and experience from either side of the Galactic Civil War.

Finding no shortage of materials, smaller shipyards began reassembling the various components located in the desert sands into new capital ships. Thus, the Mon Calamari Destroyer was born.

Utilizing the primary hull of the MC80 Star Cruiser the command deck of an Imperial Star Destroyer has been attached near the rear of the hull, approximately  $\frac{1}{4}$  of way forward from the stern. The addition of the command deck allows for the more powerful shield generators from the Star Destroyer to be employed while allowing a less cluttered bridge layout. A secondary benefit is that command and control functions, which were previously developed with Mon Calamari in mind, have been replaced with standard humanoid controls.

One interesting side-effect was the garbage expulsion section of the bridge tower was also transferred over. Some ships have this modified for additional storage while others have inserted a secondary hanger with quicker access to the bridge.

To reduce the cost and maintenance most of the bow cone was hollowed out and replaced with a hanger deck, accessible via access ports on either side of the ship. This served to increase the volume of starfighters and support craft that could be housed. This was an especially sought after modification as most factions had a wide array of non-standard sized star fighters. In addition, they couldn't afford numerous ships to transport them.

Since the hulls were savaged it was rare to find a hull containing a full complement of armaments. Most ships saw a 20% reduction in available turbolasers and ion batteries while less profitable systems, such as tractor beams, were often increased in a marketing ploy to highlight the support of the larger hanger system. This further benefited the smaller factions seeking to purchase the ship as less crew was needed to operate and maintain the various systems.

- **Armament**
  - 38 turbolaser batteries
  - 16 ion batteries
  - 8 tractor beams
- **Complement**

- 4,322 crew for full effectiveness
- 3,242 crew for minimum effectiveness
- 12,000 metric tons of cargo
- 960 passengers/troops
- 6 squadrons of starfighters

**Item image:**



Source - merged image from MC80 and ISD within the Arx Fleet System site.